

STATSGO in NOAH ...

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Jun 25, 2008 I have a question about using STATSGO soil texture data in the NOAH LSM.

Will I need to edit the noah_soilparms.txt to provide values for the 19 different texture types of STATSGO, because I don't see anywhere in the noah source code where those values are hard-coded and the noah_soilparms.txt looks to be initially set up for Zobler?

Thanks in advance.

Chris Tags: lis, statsgo, noah

[sujoy](#) 118 posts since

Sep 20, 2007 **1. Re: STATSGO in NOAH** Jun 30, 2008 1:38 PM

Yes. The noah_soilparms.txt and noah_vegparms.txt should be modified to reflect the specific soil/landcover specification schemes being used. The idea is to take these out of the LSM source code.

Hope this helps,

-Sujoy

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Jun 25, 2008 **2. Re: STATSGO in NOAH** Jun 30, 2008 1:40 PM

in response to: [sujoy](#) Thanks, Sujoy, that's what I had thought but I wanted to make sure.